

AMENDMENTS TO THE CLAIMS

1. (Currently Amended) A computer-implemented process for receiving media data across a firewall, comprising the process actions of:

receiving ~~an Internet client's~~ from the sending client an encrypted media packet sent using Real-time Transport Protocol (RTP) message format at a media-relay server, wherein a destination address and a destination port of multiple receiving network clients are not unique from the perspective of a sending client;

determining whether ~~a~~ the sending client's Security Association (SA) exists using the sender's source information included in the RTP message header;
if no SA exists, dropping the media packet at the media-relay server; and
if a SA does exist, decrypting the media packet;

obtaining a Synchronization Source Identifier (SSRC) from the SA;

comparing the Synchronization Source Identifier included in the decrypted RTP packet with the Synchronization Source Identifier obtained from the SA;

if the Synchronization Source Identifier included in the decrypted RTP packet does not match the Synchronization Source Identifier obtained from the SA, dropping the media packet; and

if the Synchronization Source Identifier in the decrypted RTP packet matches to the Synchronization Source Identifier obtained from the SA, forwarding the packet to a receiving network client identified based on the sender's source information.

2. (Original) The computer-implemented process of Claim 1 wherein the source information retrieved by the media-relay server comprises a source Internet Protocol (IP) address and port number found in the RTP message format.

3. (Original) The computer-implemented process of Claim 1 wherein the media packet comprises audio data.

4. (Original) The computer-implemented process of Claim 1 wherein the media packet comprises video data.

5-14. (Cancelled)

15. (Currently Amended) A computer-readable storage medium encoded with a data structure for access by an application program being executed on a data processing system for receiving media data across a firewall when the destination address and destination port of multiple receiving network clients are not unique from the perspective of a sending client, the data structure comprising:

an unencrypted Synchronization Source Identifier concatenated with an encrypted RTP header containing a Synchronization Source Identifier, wherein a receiving media relay server ~~can~~determines a receiving client associated with the data structure based on the unencrypted Synchronization Source Identifier without identifying a unique port for the receiving client; and
an encrypted media data packet.

16. (Cancelled)